

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A multimedia service system using a virtual server, comprising:

clients for requesting information to the virtual server and receiving the requested information corresponding to the request from the virtual server via a first network;

a server for providing the ~~corresponding~~ information requested according to the request by the clients to the virtual server via a second network; and

a the virtual server for receiving the provided information from the server via the second network, storing the received information in a main memory, controlling traffic of the first network by using a protocol controlling the traffic of the first network, transmitting the stored information to the clients via the first network on a real time basis, and at the same time, storing the information to be transmitted to the clients in an auxiliary memory, the virtual server being connected with the clients via a the first network to receive requests for on-information from the clients and transmit it the requests for information to the server, and being connected with the server via a the second network to receive and store the information provided from the server, control a traffic of the networks and transmit the information suitable to the characteristics of the clients. wherein the virtual server comprises:

the main memory for storing the information received from the server and outputting the information to be transmitted to a first requesting client;

the auxiliary memory for storing the information outputted from the main memory to the first requesting client and outputting the information to be transmitted to a second or later requesting client; and

a controller for controlling the main memory and the auxiliary memory and transmitting the information between the main memory and the auxiliary memory, wherein when information previously requested by a first one of the clients is stored in the auxiliary memory, the virtual server transmits the stored information from the auxiliary memory to a second or later one of the clients when the second or later client requests the same information, in order to reduce a load of the server.

2. (Currently Amended) The multimedia service system according to claim 1, wherein the server ~~comprising~~ comprises:

a first data base for storing a full size of information; and

a second data base for storing a critical part extracted from the full size of the information stored in the first data base.

3. (Currently Amended) The multimedia service system according to claim 2, wherein the virtual server transmits the full size of information to the clients or ~~a~~ the critical part ~~extracted~~ from the ~~information server~~ information server to the clients.

4. (Currently Amended) The multimedia service system according to claim 2, wherein the information stored in the first data base includes a multimedia of an MPEG form.

5. (Currently Amended) The multimedia service system according to claim [[4]] 2, wherein the ~~information~~ critical part stored in the second data base includes a multimedia having a small number of 'B' pictures or having a small number of 'B' pictures and 'P' pictures.

6. (Currently Amended) The multimedia service system according to claim 1, wherein the virtual server reduces a data transfer rate difference between a first data transfer rate of [[a]] the first second network connected between ~~itself~~ the virtual server and the server and a second data transfer rate of [[a]] the second first network connected between ~~itself~~ the virtual server and the clients.

7. (Original) The multimedia service system according to claim 6, wherein the first data transfer rate is faster than the second data transfer rate.

8. (Cancelled)

9. (Currently Amended) The multimedia service system according to claim 8 1, further comprising:

a first interface unit connected with the first network; and  
a second interface unit connected with the second network.

10. (Currently Amended) The multimedia service system according to claim 8 1, wherein the server ~~comprising~~ comprises:

a first data base for storing a full size of information; and

a second data base for storing a ~~critical~~ only certain parts extracted from the full size of information stored in the first data base.

11. (Cancelled)

12. (Currently Amended) The multimedia service system according to claim ~~[[10]]~~ 2, wherein, under the control of the controller, the main memory ~~receives and~~ stores the full size of information being received from the first data base of the server and transmits it the full size of information to the clients, fitting a display speed of the clients, and at the same time, outputs ~~it~~ the full size of information to the auxiliary memory.

13. (Currently Amended) The multimedia service system according to claim ~~[[10]]~~ 2, wherein, under the control of the controller, the auxiliary memory stores the full size of information outputted from the main memory, or receives and stores the critical part extracted from the full size of information ~~and stores the critical part extracted from the information~~, and transmits it the stored critical part to the clients.

14. (Currently Amended) The multimedia service system according to claim 1, wherein the ~~characteristics of clients~~ includes

virtual server transmits the stored information to the clients according to a reproduction speed of the clients.

15. (New) The multimedia service system according to claim 1, wherein the virtual server transmits the information stored in the main memory to the clients, fitting a display speed of the clients and at the same time, stores the information in the auxiliary memory.

16. (New) The multimedia service system according to claim 1, wherein the virtual server buffers a slot transfer scheduling and a slot in the main memory and the auxiliary memory to control the traffic so that the slot is transmitted from the server to the client within a time obtained by adding a first time taken for transmitting a data from the server to the virtual server and a second time taken for transmitting the data from the virtual server to the clients.

17. (New) The multimedia service system according to claim 16, wherein, when a third time taken for transmitting a slot of a predetermined size from the server to the client is greater than the sum of the first time and the second time, the virtual server fetches the data from the server and buffers it for the time difference of the third time and the sum of the first time and the second time.